IN THE CLAIMS:

1   1.   (Currently Amended) Apparatus for interactively generating a display signal, the

2   apparatus comprising:

3   a receiver [[for]] receiving a broadcast signal, the broadcast signal comprising at

4   least one datastream including a sequence of video frames, data defining a background object

5   corresponding to each video frame, and control parameters; and

6   a processing system [[for]] generating a foreground computer generated object

7   (CGO), ~~for monitoring the position of the foreground CGO with respect to the background~~

8   ~~object,~~ and [[for]] combining the foreground CGO with the background object ~~in accordance~~

9   ~~with the control parameters and the~~ image data from the receiver in each video frame to generate

10   the display signal, and monitoring the position of the foreground CGO with respect to the

11   background object.

1   2.   (Previously Presented) Apparatus according to claim 1 wherein the control

2   parameters define the position(s) of one or more areas of interaction in the background object,

3   and wherein the processing system modifies the display signal when the position of the

4   foreground CGO coincides with the position of a selected area of interaction.

1   3.   (Currently Amended) Apparatus according to claim 2 wherein the control

2   parameters define one or more rules associated with ~~the or~~ each area of interaction, and wherein

3   the processing system modifies the display signal in accordance with ~~the or~~ each rule associated

4   with the selected area of interaction.

1   4.   (Previously Presented) Apparatus according to Claim 1 wherein the processing

2   system modifies the display signal by modifying the foreground CGO.

1 5. (Previously Presented) Apparatus according to Claim 1 wherein the broadcast

2 signal comprises a plurality of datastreams, the receiver being responsive to an upload request

3 signal to select one of the datastreams, and wherein the apparatus further comprises means for

4 inputting upload request signals to the receiver in response to input from a user.

1 6. (Previously Presented) Apparatus according to claim 5 wherein the processing

2 system modifies the display signal by inputting an upload request signal to the receiver.

1 7. (Previously Presented) Apparatus according to Claim 1 further comprising a user

2 operable controller for controlling the foreground CGO generated by the processing system.

1 8. (Previously Presented) Apparatus according to Claim 1 wherein the control

2 parameters define the three-dimensional position of a feature in the background object, and

3 wherein the processing system causes the foreground CGO to be at least partially obscured when

4 the monitored position of the foreground CGO lies behind the three-dimensional position of the

5 feature.

1 9. (Currently Amended) A method of interactively generating a display signal, the

2 method comprising:_

3 receiving a broadcast signal, the broadcast signal comprising at least one

4 datastream including a sequence of video frames, data defining a background object

5 corresponding to each video frame, and control parameters;

6 generating a foreground computer generated object (CGO);

7 ~~monitoring the position of the foreground CGO with respect to the background~~

8 ~~object; and~~

9   combining the foreground CGO with the background object ~~in accordance with~~

10   ~~the control parameters and with the~~ <u>in each</u> video frame to generate the display signal<u>; and</u>

11   <u>monitoring the position of the foreground CGO with respect to the background</u>

12   <u>object</u>.

1   10.   (Previously Presented) A method according to claim 9, wherein the broadcast

2   signal comprises a plurality of datastreams, the method further comprising selecting one of the

3   datastreams to be received.

1   11.   (Previously Presented) A method according to claim 10, wherein each datastream

2   includes a sequence of video frames each representing alternative views relating to a common

3   subject.

1   12.   (Previously Presented) A method according to claim 10, wherein the selecting

2   step occurs when the foreground CGO is located at a predetermined position relative to the

3   background object.